REMSOFT NEWSLETTER

REMSOFT MEMBERSHIP BENEFITS

Enclosed along with your membership materials is the all-new REMSOFT introduction disk for your enjoyment. Please read the INSTRUCTION SHEET that we have provided. These instructions indicate how to access many of the superior features of REMSOFT programs, including the absolutely fabulous **SNAPSHOT DATA FILE SYSTEM (tm)** which provides the user with convenient instant access to disk data files. Also enclosed you will find the all-new, expanded REMSOFT software catalog. All the programs listed in it are exclusive to REMSOFT and are immediately available for shipment. You are sure to be pleased with the quality as well as the unique nature of these programs. All programs in the software catalog make use of the advanced features in the REMSOFT Routine Library which is included on every REMSOFT program disk (see pages 4-6 in this newsletter for information.) Last but not least, don't forget to check out our very popular THREE FANTASTIC OFFERS flyer. With these offers you will save a bundle of money on what is already the greatest value in Commodore software! We hope you enjoy our ALL-NEW introduction disk and software catalog. But most of all, we hope you will enjoy our continuing effort towards superior service.

QUICK SUMMARY

1: PLEASE READ ENCLOSED INSTRUCTIONS FOR PROGRAM DISK OPERATION.

2: THE THREE FANTASTIC OFFERS (SEE ENCLOSED FLYER) EXPIRE ON THE DATE STAMPED ON THE COUPON - PLEASE NOTE.

3: ALL PROGRAMS AND DISK COLLECTIONS MAKE USE OF THE ADVANCED SNAPSHOT DISK DATA FILE CAPABILITY - INCREASING THE VALUE OF MANY REMSOFT PROGRAMS. SEE INSTRUCTION SHEET FOR DETAILS.

REMSOFT TOP TWENTY PIX

By popular demand we are providing a listing of the twenty most ordered selections in the REMSOFT catalog. The information was derived from a statistical survey of actual software orders. These programs represent amongst the finest selections and values that REMSOFT offers. Many of the items listed below come from our most recent catalog expansions - clear proof that REMSOFT quality has been consistently improving, always getting better. We will be upgrading this list as time goes on. . .

4395 BUGS BUNNY ($4)
4221 SPEEDER READER ($2)
4097 MATHMAN ($3)
1815 GALAXY LANDER ($3)
1792 LINKS ($3)
1727 CYBER DICE ($3)
1175 BLACKJACK ($3)
1589 CANON BALL CHESS ($5)
4390 BIBLE TRIVIA ($5)
4230 KINDER SERIES (FOUR PROGRAMS - $5)
4383 MUSIC EAR TRAINING ($3)
5500 FINANCIAL DECISIONS ANALYSIS ($5)
5340 FINANCIAL MANAGEMENT (NINE PROGRAMS - $9)
5066 FAMILY TREE ($4) - 5078 DIET RIGHT ($3)
5304 HOME BUDGET ($3) - 5300 ZODIAC ($5)
7273 SKYSCAPE ($4) - 7276 CONVERT ($4)
7237 STRUCTURAL SERIES (FIVE PROGRAMS - $9)
7243 ELECTRICAL SERIES (FOUR PROGRAMS - $9)

SUPER VALUE DISK COLLECTIONS

REMSOFT is proud to offer a series of economical and convenient software packages for the Commodore 64 and 128. Each package consists of 10 or more quality programs at the special price of only **15.95 PER PACKAGE.** This is a huge savings from the normal catalog prices. All packages are $15.95 except D301, which is $6.95. When ordering, please use the enclosed REMSOFT order form. Indicate your choices by entering the disk collection code in the 'program code' column of the software order form. In addition to the programs listed on this page, all disk collections contain free bonus programs! An important note regarding disk collections: OFFER #3 on the THREE FANTASTIC OFFERS flyer includes REMSOFT VOLUME 9 absolutely free. Volume 9 is a collection of 20 specially chosen applications of the highest quality. Please read the THREE FANTASTIC OFFERS flyer for details on this fabulous free-software offer.

D101 GAMBLERS SPECIAL
1521 SLOTS O' FUN
1733 PRO 21
1050 POKER
1230 CRAPS
1137 ROULETTE
1227 RUSSIAN ROULETTE
1629 HORSE RACE
1151 BACCARAT
1743 STUD POKER
1734 PUSHOVER 21

D102 SPACE GAMES
1032 SPACE SCOUT
1515 LOONEY LANDER
1517 MISSILE TRACKER
1522 CROSS FIRE
1523 KLINGONS
1524 ROCKET DOCKET
1535 MOONRAKER
1536 GALACTIC GUARD
1537 KLAATU
1558 WARLORDS

D103 LOGIC GAMES
1010 THE LAST ROBOT
1096 KNIGHTS TOUR
1027 GOING HOME
1060 QUEEN
1203 AWARI
1545 THE L GAME
1593 J CHECKERS
1650 SCRUM
1739 PERFECT LOGIC
1740 INVERT LOGIC

D104 OLDIES BUT GOODIES
1051 LIFE
1094 3D TIC TAC TOE
1364 HAMURABI
1389 HI IQ (PEG JUMP)
1580 COOTER BUG
1405 STAR TREK
1165 KING
1529 RUBIKS CUBE
1233 HANGMAN
5098 ELIZA

D105 FAMILY GAMES
1037 YAHTZEE
1039 OTHELLO
1029 CHECKERS
1760 SCORE FOUR
1618 BACKGAMMON
1619 ENCOUNTERS
1397 MONOPOLY
1006 ELECTRONIC SIMON
1177 MASTERMIND
1588 SOLITAIRE

D401 GEOGRAPHY
4059 WORLD FLAGS
4144 EUROPEAN GEOGRAPHY
4132 CANADA
4146 CENTRAL AMERICA
4327 LETS BUILD AMERICA
4227 WORLD MAP
4090 U.S. FACTS QUIZ
4072 EUROPEAN CAPITALS
4136 UNITED NATIONS
4241 HANG GLOBE

D116 GREAT GAMES I
1781 FLOORWAY
1785 ENGINEER
1792 LINKS
1800 PALACE TUNNELS
1727 CYBER DICE
1644 RAGING RIVER
1646 LIFE LINE TITAN
1585 Q-BONO
1539 KATZEN MOUSE
1383 ARTILLERY BATTLE

D418 ASTRONOMY
4378 PLANET COMPARE
4380 WATCH THE PLANETS
4314 CONSTELLATIONS
4377 CONSTELLATION QUIZ
7110 MOON WATCH
7115 PLANET WATCH
7119 ASTRONOMY CONVERS.
7039 COMET POSITION
7251 PLANET POSITION
7043 VISIBLE SKY OBJ.

D402 EARLY LEARNING FUN
4152 BIG BIRD ADDITION
4107 SHAPES
4105 COOTIE MATH
4097 MATH MAN
4201 ALPHANUM DELIGHT
4202 BE A CLOWN!
4237 SHAPE SEQUENCES
4087 EDDY CLOWN
4121 FOOT RULER
4245 PAC MATH

D301 GRAPHICS (6.95)
3005 MILLION MIRAGES
3002 COLOR MAGIC
3012 ESCHER ARTS
3006 KALEIDOVISION
3007 JEWELS ON VELVET
3008 MULTIVISION
3009 OPTICAL ILLUSION
3010 10,000 SIGHTS
3003 SUPER VISION I
3011 SUPER VISION II

D201 CLASSICS
2006 BACH PRAELUDIM
2009 BACH MINUET
2020 BACH INVENTION
2013 BACH MUSIC CONCERT
2037 BEETHOVEN MOONLIGHT
2069 BEETHOVEN MEDLEY
2040 OP-23
2049 MUSIC BOX DANCER
2223 CHOPIN NOCTURNE
2228 OPUS DE SILENTIA

D711 ENGINEERING
7238 FOUR SPAN
7239 CONCRETE BEAM
7240 DYNAMIC LOADING
7241 MOMEMNT OF INERTIA
7242 TRUSSES
7257 BEAM LOAD
7250 OVERLAND FLOW
7256 CENTER GRAVITY
7071 SECTION
7074 STRUCTURAL

D202 THEME SONGS
2001 GODFATHER
2010 M*A*S*H
2017 DALLAS
2023 INCREDIBLE HULK
2225 WIZARD OF OZ
2088 THE ENTERTAINER
2201 STAR TREK, T.V.
2202 STAR TREK I
2203 STAR TREK II
2204 STAR TREK III

D403 LANGUAGE I
4266 LEARN TO ING IT
4325 LEARN NOUNS
4205 NOUN TO ADJECTIVE
4206 PLURAL ENDINGS
4349 SPELL I AND E
4207 TENSE TIME
4218 SYNONYMY
4219 HOMONYMY
4220 ANTONYMY
4223 ADJ. TO ADVERB

D404 LANGUAGE II
4221 SPEEDER READER
4222 JUNIOR READER
4345 BLITZ READER
4243 READ FAST
4033 FINGER SPELLING
4044 SPELL DOWN
4217 HANGMAN PLUS
4343 LANGUAGE LOGIC
4356 SWITCH SPELLING
4215 SQUINCH

D511 FINANCIAL
5500 F.D.A.
5303 FINANCIAL CALC
5321 AMORTIZATION
5322 DEPRECIATION
5341 COST OF CAPITAL
5342 FINANCIAL NEED
5343 & 5344 CASH FLOWS
5446 COMPOUND INTEREST
5447 ANNUITIES
5337 MONEY,MONEY,MONEY

D405 MUSICAL EDUCATION
2246 MUSIC PRACTICE
4259 SHARPS
4315 CHORDS AND STEPS
4364 MUSICAL NOTES
4365 NAME THE TUNE
4366 MUSICAL SCALES
4367 MUSICAL INTERVALS
4368 MUSICAL RHYTHM
2089 RHYTHM DICTATION
2270 MUSIC BOX

D406 MATHEMATICS
4328 MULTI MATH QUIZ
4331 MATH HANGMAN
4332 MATH CONCENTRATE
4360 FRACTION MATH
4362 CAST NINES
4363 RUSSIAN MULTIPLY
4337 DIVISION
4224 GEOMETRIC
4361 ROMAN NUMERALS
PLUS 1568, 1569, 1570

D407 ADVANCED MATH
4036 PROJECTILE
4037 FRICTION
4270 TRIG TRIX
4351 TRINOMIA
4355 GEOMETRIX
4038 TRIANGLE AIDS
4226 ALGEBRA
4239 LINEAR ALGEBRA
7055 POLYNOMIAL
4320 & 4321 GEOMETRY 4,5

D512 HOME SWEET HOME
5066 FAMILY TREE
5067 COOKIE FILE
5078 DIET RIGHT
5082 ADDRESS/PHONE
5083 HOME INVENTORY
5301 MICRO BARTENDER
5053 BUDGETRON
5306 PERSONAL PROPERTY
5314 SELF EVALUATION
5334 CHECK PROCESSOR

PROGRAM SPOTLIGHT

This section of the newsletter is designed to provide some insight into what makes a particular program unique and special. The listings below are essentailly small reviews of these programs.

1701 CHAINLINK MASTER SOLITAIRE ($3)
This program is unique because it uses a completely different set of rules from standard solitaire. The entire deck of 52 cards is displayed on the screen in four rows, with thirteen cards in each row. The object is to build the cards into four piles on the top of the screen. This is achieved by moving cards from column to column. The computer automatically moves cards to the top of the screen when appropriate. This form of solitaire, in our opinion, is by far the best because it requires cognition, as well as the usual luck, to win. You'll find that you have to look at several moves in the future (like chess) to succeed.

5300 ZODIAC WHEEL OF FORTUNE ($3)
An excellent program that is unique because of it's huge data base of birthday related information. It supplies several different areas of historical information based on the birthdate that you provide. Including famous births and deaths, astronomical & astrological information, and famous historical events. This, in conjunction with fine graphics and other features make ZODIAC one of our best.

5319 BAR GRAPH BIORHYTHMS ($2)
An interesting adaptation of the standard biorhythm programs that abound. The bar graphs are not only more accurate, they are easier to read. In addition, scanning back and forth through the months is much quicker. We think it is a better way in which to view your personal biorhythms.

5339 EQUATION CALCULATOR ($4)
Different from other programs of it's type, because you are able to define the main equation, as well as independent equations for each of eight variables. The possibilities are endless: home owners can figure the cost of upgrading or remodeling, students can compute the most complex of scientific equations, workers can plan a savings strategy, and the list goes on and on. Here is a very handy mathematical tool at a very meager price!

5053 BUDGETRON ($5)
With this program in hand, the only hard part about making and following a budget is resisting the temptation to spend! Budgetron is just the tool to help you easily set up a custom home budget that allows you to estimate and track your monthly expenses. You may then multiply your net savings (or net losses) of one month to extrapolate your budgeting results over a series of months. Graphs and reports of your budget results can be displayed in a variety of ways. Used properly, this program will save you many, many times the $5 that it costs!

CHANGE OF ADDRESS FORM

NEW ADDRESS - PRINT NEATLY

NAME: _____ **MEMBERSHIP CODE:** _____

ADDRESS: _____

CITY: _____ **STATE:** _____ **ZIP:** _____

GAMES FOR YOUR HEALTH

Although many people believe that playing games on a computer is merely for children, there are many advantages to game playing, not the least being self-improvement. Unknown to most users, computer games now well exceed the simplicity of games found in arcades. With a greater capacity for memory and user interaction, personal computer games have become more complex in both graphics and scenario. As a result of this, the arcade game is rapidly becoming obsolete. Users have found that home games are far superior, and thus have found there is no need for the other type. However, the question that has arisen is, why are we waisting time and money playing games? After all, there is only so much value for a game as a means of entertainment. What is beneath the obvious enjoyment partaken by game playing?

Many educators, as well as psychologists believe that game playing develops a logic and problem solving ability that would otherwise become quite rusty from misuse. Contrary to other forms of entertainment such as passive television viewing, the interactive nature of computer games keeps the mind active and promotes the learning process. There are indirect benefits as well. For example, combining games with educational matter creates a fabulous learning tool for children. Computer games provide the colorful, attention-getting method for which children will undoubtedly have a more positive reaction than that of more conventional means.

However, beneath the glitter of the computer, is the fact that people play games for the various reasons that affect the user as an individual. Perhaps the most appealing reason for playing computer games is the competitive aspect. In todays society, many people are confined to watching others battle on television, such as Sunday afternoon football. Computers provide a way for these armchair warriors to relieve any aggressive behavior that could otherwise have to be directed elsewhere. Others enjoy computer games for their ability to take the user into another realm of fantasy. 'Getting away from it all' is supremely achieved by the computer, as you can travel through time and space to situations undreamt of, all in the comfort and safety of your home. On the more practical side, computer games can significantly improve the concentration of the user. This is an advantage in real world computing where a single error can become quite costly. In conclusion, we can assume that games are not merely for entertainment but also as a means of self-improvement.

REMSOFT ROUTINE LIBRARY

The following article was designed for those REMSOFT members that are interested in programming. In no way do you require any programming knowledge to operate REMSOFT programs.

All REMSOFT program disks contain a number of complex machine language routines which handle Graphics, Music, Color, Sprites, etc. in a more sophisticated fashion than is normally available on a Commodore.

(CONTINUED NEXT PAGE)

The routines are accessed both from machine language and BASIC. Once activated your machine is transformed. For those interested, we make no attempt to disable the STOP key, thus we are providing descriptions for many of the routines. There are too many routines to fully describe in a single newsletter, so a series of articles over several months will be required. This initial article is designed to introduce you to many of them and aid you in understanding how they are applied in programs. Your introductory disk contains many excellent programs which make use of the routines.

GRAPHICS DEFINITION

Format: **CHAR** character-code,pattern-identifier [,...]

Example: CHAR 33,"3C7EE7C3C3E77E3C"

CHAR allows text or graphics characters to be defined or re-defined with the use of hexadecimal strings - compact and efficient. The above example would redefine the exclamation mark (ASCII 33) into a circle (Table B). Pattern-identifier is a string expression which represents the 16 digit hexadecimal code for the graphic character to be defined (Table A). Up to four sequential characters may be defined at once with longer strings.

TABLE A (HEXADECIMAL LEFT - BINARY RIGHT)

0 = 0000	1 = 0001	2 = 0010	3 = 0011
4 = 0100	5 = 0101	6 = 0110	7 = 0111
8 = 1000	9 = 1001	A = 1010	B = 1011
C = 1100	D = 1101	E = 1110	F = 1111

T	0	0	1	1	1	1	0	0	= 3C
A	0	1	1	1	1	1	1	0	= 7E
B	1	1	1	0	0	1	1	1	= E7
L	1	1	0	0	0	0	1	1	= C3
E	1	1	0	0	0	0	1	1	= C3
	1	1	1	0	0	1	1	1	= E7
B	0	1	1	1	1	1	1	0	= 7E
	0	0	1	1	1	1	0	0	= 3C

COLOR ASSIGNMENT

Format: **SET** character-set,foreground-color,background-color [,...]

Format: **SCREEN** screen-color [,border color]

Format: **CLEAR**

SET allows the specification of both the foreground and the background color for text and graphics characters in the given character set. Each character set contains 8 characters. In addition to the standard color codes, there is TRANSPARENT. Transparent simply means that the screen color will always show through (this is necessary due to the independent foreground and background colors.) Until SET is performed, the standard foreground-color is black and the standard background-color is transparent. SCREEN changes the color of the screen and optionally the border-color. If no border-color is specified, then the screen-color will be used for the border. All portions of the screen that have characters or portions of characters that are TRANSPARENT are shown as the color specified by screen-color. The standard screen color is cyan. CLEAR is used to erase the screen. CLEAR fills the entire screen with character-code 32 (the space character.)

(CONTINUED OVER)

GRAPHICS DISPLAY

Graphics and text characters are transfered to the screen via the PRINT @ statement, the HCHAR statement and VCHAR statement. The graphics are placed on the screen with their foreground and background colors as previously defined in the SET statement. Characters are read from the screen via the GCHAR statement.

Format: **HCHAR** row,column,character-code [,repetition]

VCHAR row,column,character-code [,repetition]

GCHAR row,column,return-variable

HCHAR (horizontal character repetition) displays a graphics character on the screen and optionally repeats it horizontally. VCHAR displays a graphics character on the screen and optionally repeats it vertically. GCHAR (get character) reads a character from anywhere on the screen.

SPRITE CONTROL

Format: **SPRITE** #sprite,character-value,color,row,column
[,row-velocity,column-velocity]

SPRITE creates and optionally sets into motion a sprite. It uses one to nine previously defined graphic characters to make up the shape and uses a very smooth X-Y axis, proportional motion control. Other sprite routines are available which alter or read various sprite attributes.

ADDITIONAL SPRITE CONTROL

CHARACTER CHANGE: **PATTERN** #sprite,character-value [,...]

COLOR CHANGE: **COL** #sprite,color [,...]

POSITION CHANGE: **PUT** #sprite,row,column [,...]

MOTION CHANGE: **MOVE** #sprite,row-velocity,column-velocity [,...]

DELETE SPRITE: **DEL** #sprite [,...] Without parameters, deletes all.

SPRITE SIZE: **SIZE n** - Controls number of characters and magnification.

POSITION READ: **FIND** #sprite,return-variable1,return-variable2 [,...]

DISTANCE: **DIST** #sprite,#sprite,return-variable

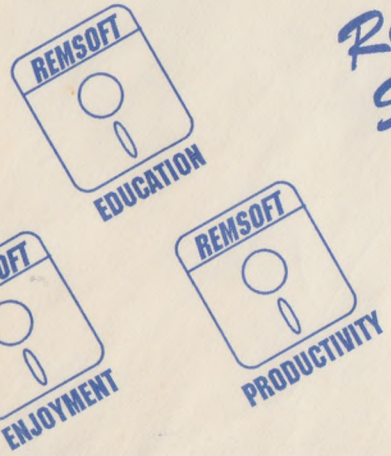
or **DIST** #sprite,row,column,return-variable

DIST returns the square of the distance between two sprites or between a sprite and a location.

COINCIDENCE **COINC** #sprite,#sprite,tolerance,return-variable

or **COINC** #sprite,row,column,tolerance,return-variable

COINC detects a coincidence between a sprite and another sprite or between a sprite and a position on the screen.

REMSOFT REMARKABLE SOFTWARE VALUES
P.O. BOX 2249 CAMARILLO, CA 93011

Remsoft Newsletter
Special Offer Enclosed